

the corresponding award and to reconfigure the displayed pay table where deck depletion eliminates a winning outcome.

27. An electronic device for playing a hands of a Video Poker game utilizing data representing a deck of N playing cards:

5 a first data structure storing data representing each playing card of said deck;

a processor, said processor configured to include means for randomly arranging said playing card data into a random, serial order;

a video display;

10 means for a player to make a wager and prompt play of the game;

said processor, in response to prompting, configured to select and display at said display data from said first data structure representing a predetermined number of cards selected in order from said arranged data  
15 inventory to define an initial holding;

a control device for the player to select from said initial holding at least one card to discard, said processor configured to select and display at said display from said first data structure data representing the cards selected in order from said arranged data a card to replace each discarded card and to  
20 define a final outcome for the hand of play;

said processor configured to display at said display data corresponding to the remaining constituency of said deck data depleted of said displayed card data; and

said processor configured to compare said outcome to a schedule of winning outcomes stored in a second data structure and to issue an award for a winning combination.

28. The device of claim 27 comprising said processor configured to display said data corresponding to said remaining constituency the deck data at the completion of each hand of play.

29. The device of claim 27 comprising displaying the constituency of the deck data after the selection and display of card data.

30. The device of claim 27 comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes, said processor configured to, at a predetermined count X of cards and before the play of the next hand, reconstitute and reconfigure the deck data into a new, random, serial order of N card data.

31. The device of claim 30 comprising an input device to prompt reconstitution and reconfiguration of said deck data.

32. The device of claim 27 further comprising said processor configured to control the display to display the deck constituency data in a table.

33. The device of claim 32 further comprising said processor configured to control the display to display the deck constituency data in a table including the values and suits corresponding to said card data.

34. The device of claim 27 wherein said card data includes data representing a Joker and comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes and said processor configured to reconstitute and reconfigure the deck data into a new,

random, serial order of N card data before the play of the next hand in response to the first of the (1) display of a predetermined count X of card data or (2) the display of data representing said Joker.

35. The device of claim 27 comprising a counter to count the number  
5 of card data selected and displayed during the play of a series of outcomes ,  
an input device and said processor configured to reconstitute and reconfigure  
the deck data into a new, random, serial order of N card data before the play  
of the next hand in response to the first of (1) the display of a predetermined  
count X of card data, (2) the display of data representing selected card data or  
10 (3) the input of a signal with said input device to prompt reconstitution and  
reconfiguration.

36. The device of claim 27 comprising said processor configured to  
display a pay table corresponding to each winning outcome and the  
corresponding award and to reconfigure the displayed pay table where deck  
15 depletion eliminates a winning outcome.